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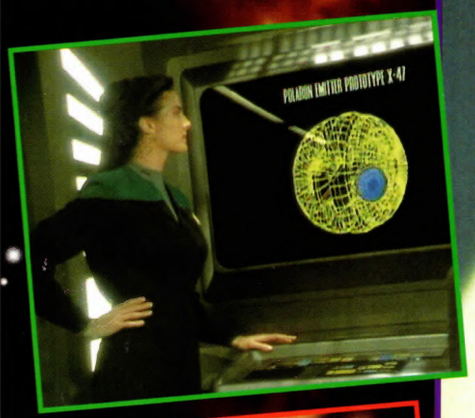

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THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

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THE DOMINION

INTERNMENT CAMP 371

THE DOMINION

The Dominion doesn't take many prisoners, but those it does are taken for a reason – usually because they have been replaced by a Changeling infiltrator who can cause havoc in their place.

Deep inside the **Gamma Quadrant**, far removed from busy star lanes, a desolate asteroid moon orbits an uninhabited planet of swirling gaseous clouds.

This lifeless asteroid, probably a wandering rock that was captured eons ago by the planet's gravity field, is the site of **Dominion Internment Camp 371**. So far, this is the only Dominion Internment Camp encountered by the **Federation**, but the number designation implies that there are many more.

The Dominion do not usually take prisoners. This facility, and a few similar ones, are reserved for those elite prisoners of war who are of particular interest to the Dominion; that interest usually takes the form of individuals who can be replaced with **Changeling** infiltrators.

This particular penal colony is known to the Federation because two ***Deep Space Nine*** **Starfleet** officers, **Lt. Commander Worf** and **Dr. Julian Bashir**, along with the **Cardassian**, **Elim Garak**, spend a brief time here after being captured by the **Jem'Hadar**.

Welcome to hell

Prisoners are beamed aboard the penal colony from the Jem'Hadar ships which transport them to the prison. On arrival, they are 'welcomed' to their new residence by **First Ikat'ika**, the Jem'Hadar in charge of the facility, who gives the ominous speech: "This is **Internment Camp 371**. You are here because you are enemies of the Dominion. There is no release, no escape … except death."

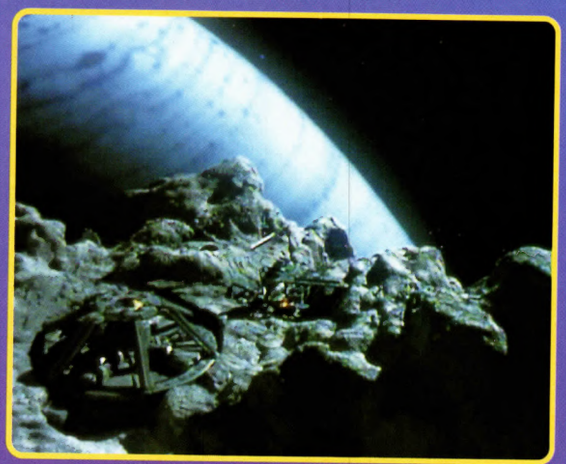
All new prisoners are processed quickly and with typical Dominion efficiency. They are uniformly scanned for weapons and hidden objects, such as **transmitters** or **minitricorders**. The scanning includes detection of any nanotechnology devices that may have been implanted into their bodies. At the same time, their identities are confirmed by Dominion intelligence; the Dominion computer system maintains a constantly-updated profile of all notable enemies. When the processing is completed, prisoners are then admitted into the main compound area.

The Internment Camp itself is a domed-over area on the surface of the asteroid; it faces away from the planet below in order to capture what little solar power is available this far from the dying sun.

Spartan interiors

The main compound inside the dome is an open area, ringed by a number of smaller buildings which are also sheltered by the dome. One of the buildings in the Internment Camp is used for processing, while others are reserved for the Jem'Hadar guards and for the **Vorta** in command.

There are at least six barracks where the prisoners reside, most for the rest of their lives. Within the compound, the



Pale sun

The prison buildings are covered by a dome which creates an artificial atmosphere around the whole complex. In their original incarnation as a mining operation, each building generated its own life support.

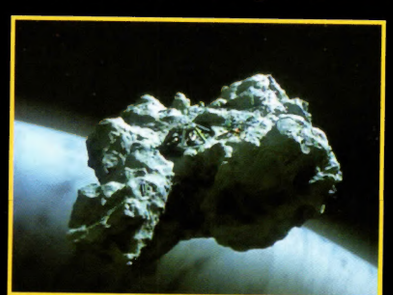
Brutal guards

The prison warders are the Dominion's soldiers, the Jem'Hadar. They make the perfect prison guards: loyal to the Dominion, and with minimal needs of their own.

THE MIDDLE OF NOWHERE

Lonely rock

The asteroid moon on which Internment Camp 371 is built provides the ideal setting for a prison – from the warders' point of view. The asteroid itself is desolate and inhospitable, incapable of supporting life outside the artificial environment of the prison buildings. And, even if one could get outside, there is nowhere to go. The asteroid orbits a dead planet, which in turn orbits a dying sun. Far away from shipping lanes, there is nothing here to bring other ships to the system, and therefore no chance of being picked up by a passing transport vessel. Most of those who are brought to the prison camp have one means of escape: death.



The rocky asteroid moon has little natural beauty and no vegetation or atmosphere. It is as desolate as the hope of the prisoners held within its walls.

Facility	Internment Camp 371
Environment	M
Quadrant	Gamma
Also known as	Penal Colony

Facility	Dominion Internment Camp
Designation	371
Surface	Asteroid surface rocky and inhospitable.
Atmosphere	Artificial; inside the dome only
Description	Dark, spartan
Life Forms	Administered by the Dominion. Prisoners come from numerous worlds and races, including human, Cardassian, Klingon, Romulan, and Breen.
Starship log:	STAR TREK: DEEP SPACE NINE 'In Purgatory's Shadow'

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Mixed races

Many races are kept prisoner in the Dominion internment camps. Humans, Cardassians, Klingons, Romulans, and Breen may all share the same dormitory. Nothing is done to keep traditional enemies apart.

THE DOMINION

The Guide to the STAR TREK Galaxy

FILE 16 **CARD 1C**

INTERNMENT CAMP 371

THE DOMINION

prisoners are free to move about wherever they want, with the exception of those areas used by the Jem'Hadar. But on the surface of the asteroid beyond the atmospheric dome, there is no air – nothing but a vacuum and barren rock. Leaving the dome, even for an instant, results in certain death, so an attempt at escape is futile for all but the most ingenious of prisoners. For those with the necessary resources, however, escape is not impossible.

Forced together

The barracks, like all the buildings, are clean but very austere. Similar to other Dominion architecture, its style is that of 'form follows function', where nothing is wasted. The walls are riveted steel, and the only furniture is narrow metal bunks for the prisoners. It is not the most comfortable of habitats. Prisoners are barracked with no regard for past associations or Galactic politics. Such sworn enemies as Klingons, Romulans, and Cardassians can find themselves having to share the same, small room. In such circumstances, past hatreds are often forgotten as the prisoners work together against the common enemy – the Dominion.

In the years before the asteroid was converted into a prison, the Dominion used to mine **ultritium** here. At that time, there was no dome; each of the barracks had its own life support system, embedded into the walls. When the mining operation was abandoned, the dome was constructed over the entire camp. The artificial atmosphere created inside the prison appears to be that of a standard **Class-M** planet, and offers no environmental discomfort to humans or most other humanoid species.

The Internment Camp is run on a day-to-day basis by a Jem'Hadar First. This is always a Jem'Hadar veteran who has experienced more than 18 years of battle: long enough to be considered an 'honored elder'. His immediate superior is a Vorta, the direct representative of the Dominion **Founders**.

Brutal commander

The Vorta who runs Internment Camp 371 is called **Deyos**. He is a being of less honor than his Jem'Hadar subordinates, whom he holds in as low regard as the prisoners assigned to the compound. He subjects them to insults and endless hand-to-hand battles, which are intended to hone their skill, but which clearly also provide him with entertainment in this bleak outpost.

These brutal 'training' sessions are somewhere between wrestling and boxing, with no holds barred. Fights take place inside a lighted circle which is about six meters in diameter; there are two posts located at opposite ends of the circle. The fighters must touch one of the posts every time they are knocked down, or the match is forfeited. The only rules seem to be that no weapons are used, but any method of fighting is permitted. The goal is simply to pound one's opponent senseless. There is no medical treatment for the injured prisoners.

Unsolved mysteries

Over the past few years, Starfleet has lost a number of ships inside the Gamma Quadrant: the ***Maryland***, the ***Proxima***, and the ***Sarajevo***, to name but three. These ships, and their crews, remain unaccounted for despite extensive searches. While most have almost certainly been destroyed by the Jem'Hadar, and their crews lost, it is reasonable to assume that some Federation members are still held prisoner in Dominion penal colonies. Perhaps more frightening is the thought that any Starfleet officer, serving on any ship or any facility, may not be who he or she appears to be. They may be a Changeling infiltrator, taking the place of a colleague who is cold, alone and a long way from home, in a place just as desolate as Internment Camp 371.

GALAXY FACTS

- **Worf and Garak are captured when they head into the Gamma Quadrant in response to a message which can only have been sent by Enabran Tain, Garak's mentor and the former head of the Obsidian Order.**
- **Dr. Bashir was kidnapped in his sleep. He went to bed one night and woke up in the prison camp, with no way to warn his friends that he had been replaced.**

Confined

It is extremely difficult to escape from Dominion internment camps but, as Garak and his friends prove, it is not impossible.

Long-serving inmate

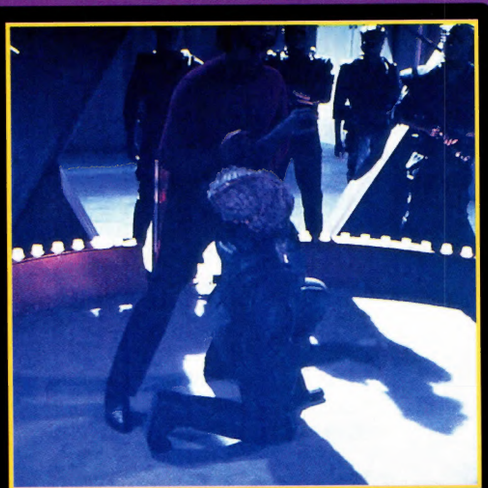
Worf and Dr. Bashir have a relatively short stay in the penal colony. General Martok, in contrast, has been held prisoner for two years.

TESTS OF ENDURANCE

In the ring

The penal colony's combat ring is used to train the Jem'Hadar in hand-to-hand combat. Jem'Hadar guards can be pitted either against each other or against the physically toughest prisoners. Klingons provide a particularly good match.

The prisoner fights until he drops. Each time he wins a bout he is provided with a new opponent: a more skilled and powerful Jem'Hadar. Being observant, the Jem'Hadar soldiers learn how to fight a Klingon; the battles become more difficult and victories harder to achieve. Worf puts up one of the best fights the Jem'Hadar have ever seen and, as he continues to win, he lets out a Klingon yell of triumph. But even he is worn down eventually.



When Worf enters the ring he is relatively fresh, but not even he can take such punishment for ever. As the Jem'Hadar warriors keep coming, Worf is eventually beaten, but he earns so much respect that his Jem'Hadar opponent refuses to kill him.

OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 28

THE ZETARS

OTHER GROUPS AND RACES

No race lives forever, but some fight extinction harder than others. When the homeworld of the Zetars faces disaster, 100 survivors escape their fate in a new, noncorporeal state. They have cheated death, but they are doomed to wander through space, desperately searching for a way to live again.

In the distant past, the planet **Zetar** boasted a large humanoid population but, millennia ago, all life on the planet is thought to have been destroyed. This is not, however, entirely true.

As their race faced extinction, the last of the **Zetars** understood that all things must die, but did not believe that the death of their planet was also the right time for the death of their race. They could not allow themselves to be wiped out, and so began to formulate plans to ensure their survival.

At the peak of the Zetars' preparations to leave their doomed planet, a final, sudden disaster hit. This struck them down, but it could not defeat them. All corporeal life ended, but 100 Zetars survived, transformed into a strange, noncorporeal yet sentient energy. Their physical bodies were lost, but their life force continued.

New state of being

The state in which the Zetars survived the death of their planet was very different from the one in which they had existed until then. Doomed to wander through space in their new, light-like state, they spend the next millennia searching for a compatible physical body through which they can see, speak, and hear, and through which they can live out their lives. Their only concern is for their own continued existence.

In their noncorporeal form, a number of Zetars form what appears to be, at first glance, a colored cloud of lights floating in space. The cloud has two thick bands of red and green light around its exterior; these surround numerous flickering, bright white smaller lights. The cloud sends out high intensity energy readings, and is similar to a storm, for which it can be mistaken.

The cloud, however, differs from a storm in several important ways. Firstly, it is capable of traveling at speeds in excess of warp factor 2.3, whereas no natural phenomena can travel faster than the speed of light. It exists in the vacuum of space, where the conditions to support such a natural phenomenon do not exist. Most importantly, the cloud registers as its component life forms on sensors; each life sign within the cloud can be described as powerfully alive and vital. The cloud acts in a way impossible for a natural phenomenon. It can match any evasive maneuver a starship makes to avoid it, and can pass through shields with ease.

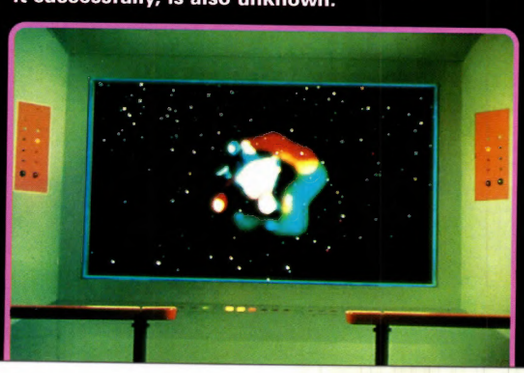
While not openly aggressive, the Zetars have

A group of Zetaran survivors wander through space in the form of a giant ball of lights. After attacking the UFP library on Memory Alpha, they turn their attentions to the U.S.S. ENTERPRISE NCC-1701.

FIGHTING FOR LIFE

Before the disaster

Nothing is known of the Zetaran homeworld before the disaster; Federation records note only that it is one of the planets on which humanoid life was destroyed. However, it appears that whatever caused the catastrophe, and whatever form it took, crept up on the Zetars quickly and unexpectedly, as they were unable to complete their escape plans before it destroyed them. Exactly what the escape plan would have comprised, had there been time to complete it successfully, is also unknown.



OTHER CARDS IN THIS FILE...

26 Sargon's People
27 The Medusans
29 Beta XII-A Entity
39 The Old Ones of Exo III

SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701 ...File 20
STARFLEET PERSONNEL .....File 43
STAR TREK: The Original Series .....File 68

The noncorporeal state of the Zetars is not their original form. Within the cloud of lights, the individual minds of the only surviving group of these once-humanoid beings remain, and all they want is to be able to live again.

Designation	Zetar
Class	Unknown
Quadrant	Unknown
Inhabitants	Humanoid
Status	All humanoid life on Zetar was destroyed millennia ago.
Technology	Advanced.
Survivors	100 survivors manage to escape their planet's destruction, but are transformed into noncorporeal life forms.
Current state	In their light-like state, Zetaran survivors travel the Galaxy looking for corporeal bodies to possess.
Starship Log	STAR TREK: The Original Series 'The Lights of Zetar'

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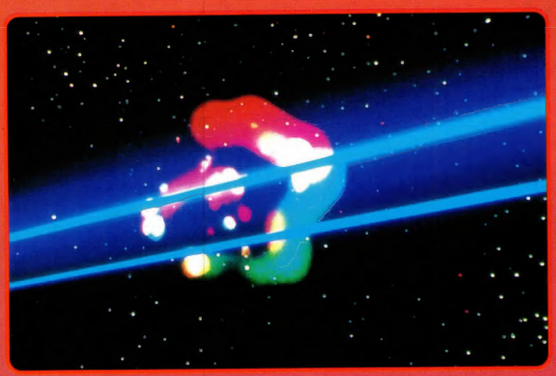
OTHER GROUPS AND RACES

THE ZETARS

OTHER GROUPS AND RACES

The lights appear to suffer no damage from phasers, but such attacks cause great pain to anyone currently possessed by the Zetars.



little regard for life other than their own. Having lost their own physical state, their aim is to find other physical bodies they can possess – humanoids with minds which are compatible with their own. They go about this by sweeping over starships or planet-based facilities in their path, locking into the minds they encounter. They need to find one which is easily adaptable; such minds are often those belonging to people who are susceptible to learning and assimilating new experiences easily. When they have chosen an individual, an image of the lights can be seen reflected in the affected person's pupils. Physically, the possessed victim is unchanged; the only indication that there is anything wrong is that his or her brainwave pattern will have changed to match that of the group mind of the cloud.

Possessed

When in possession of a physical body, the Zetars can then speak through the victim and thus communicate with others. At first, the sounds coming from the victim's mouth sound like gibberish, a low, gargling noise. Then, his or her face begins to change color, glowing with a series of bright lights which reflect the colors observed in the cloud. At this stage, there is one of two outcomes: either the victim can accept the possession, or try to fight it. This results in death, caused by severe brain hemorrhage brought on by the distortion of all neural systems and the dissolution of the autonomic nervous system. The exact area of the brain affected varies from victim to victim, but all who try to fight the possession die.

If the victim offers less resistance, the Zetars' efforts to communicate become comprehensible, and their voices are heard through the victim's mouth.

When not possessing a physical body, the Zetars do not respond to hails from starships, even if the **universal translator** is used. It is unknown if this is by choice or because doing so is impossible.

Survival at any cost

Once inside a body, the Zetars have no intention of giving control back to the rightful owner. They understand that this effectively signals the death of the possessed victim, but consider their own right to life to be more important. As such, they present an unacceptable danger to the humanoid life forms of our Galaxy.

The last known surviving Zetars are destroyed by the crew of the ***U.S.S. Enterprise NCC-1701*** in 2269, following a series of ruthless attacks on **Federation** facilities and personnel.

Possessed victims glow with a bright blue light when they try to fight the Zetars' invasion of their bodies. In most cases, death soon follows.

Smaller lights can separate from the cloud and travel virtually undetected through starship shields and solid objects. These smaller lights seem to retain the 'personality' of the entire group mind.

A series of small, glowing lights surrounds the victim before his or her body is possessed. Once the body has been taken over, the Zetars can use the vocal abilities of the victim to communicate.

GALAXY FACTS

Other races have survived the death of their planets in similar noncorporeal forms, such as Sargon's People, whose intellects are placed into survival canisters when their world is destroyed in a devastating war.

The memories of the people of Ressik, a village in the Kataan star system, are placed in a probe following the destruction of their planet. In this way, the culture of the race lives on, even though the people have been lost.

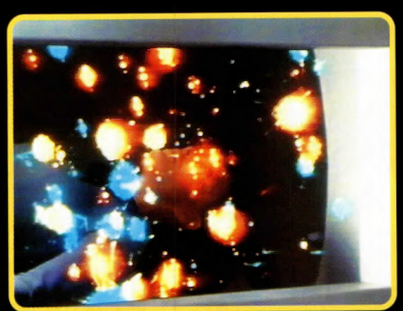
THE END OF THE ZETARS

A race destroyed

The last surviving Zetars are destroyed by the crew of the *U.S.S. Enterprise NCC-1701* on Stardate 5725. An energy cloud containing the life essences of a group of surviving Zetars passes over the United Federation of Planets library facility on the Memory Alpha planetoid, killing everyone stationed there. Soon afterward, the Zetars also attack the *U.S.S. Enterprise*, and possess crew member Lt. Mira Romaine. Romaine begins to see visions of the future and, through her, the Zetars communicate with her crewmates. However, they clearly possess little regard for the damage they are causing, and Captain Kirk decides that there is no option but to destroy them.

This is achieved by placing Lt. Romaine inside a decompression chamber and gradually raising the pressure. The Zetars, whose natural state has become one of weightlessness following their long sojourn in space, cannot survive this and are driven from Romaine's body. Since then, there have been no further reports of encounters with survivors from Zetar: it appears that the race has finally died out.

Lt. Mira Romaine faces death if she resists the Zetars, but if she allows them to possess her body her personality will be lost. Her only hope is to drive the aliens out without damaging her body; the decompression chamber offers a solution.



As suspected, the Zetars are accustomed to the weightlessness of space, and cannot stand the high pressure. They are driven from Romaine's body at levels which will cause her no harm. The desperate attempts of this race to prolong their lives are finally over.

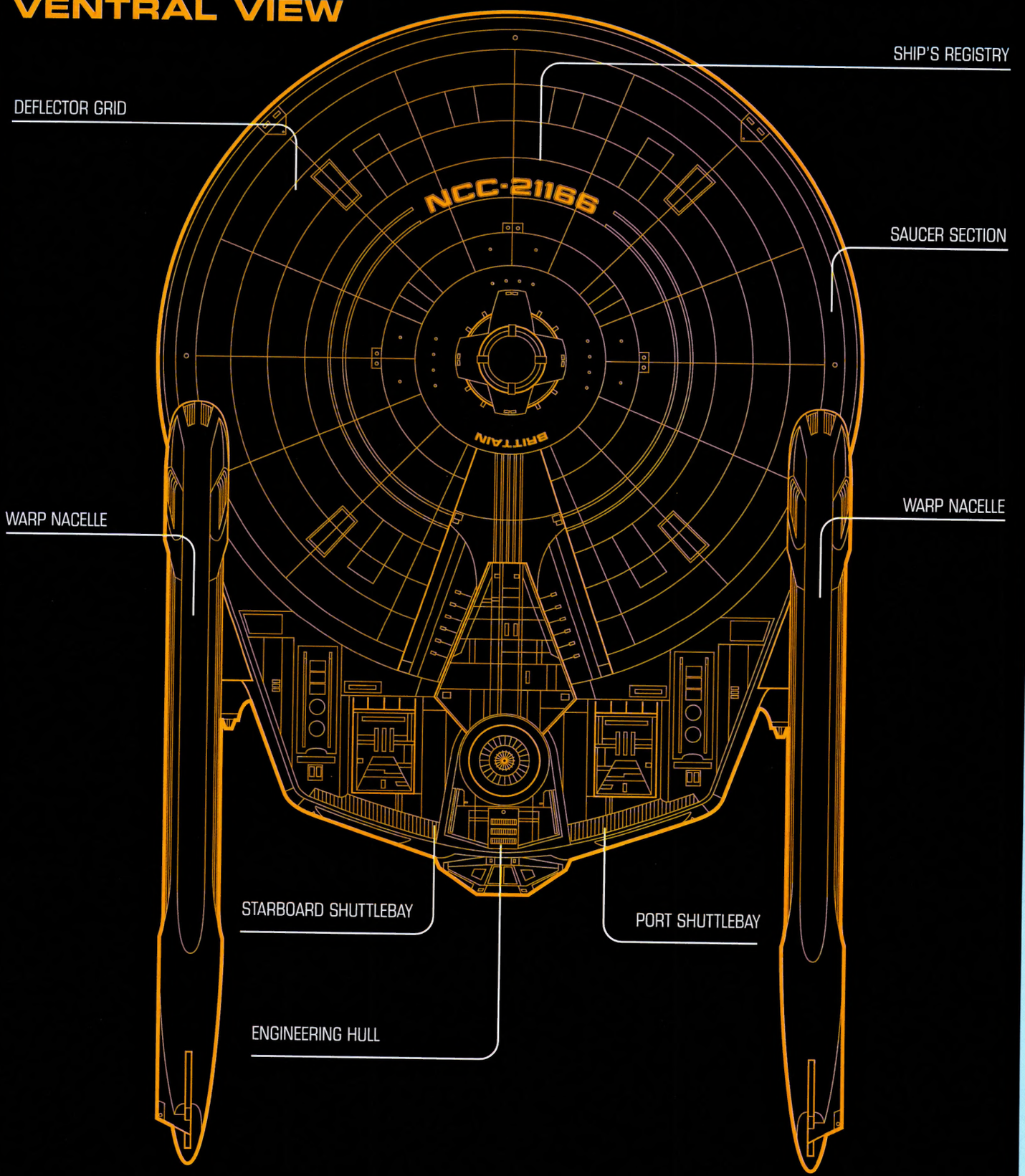
FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
MIRANDA-CLASS STARSHIP VARIANT

REGISTRATION No:
NCC-21166

NAME:
U.S.S. BRATTAIN

VENTRAL VIEW



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TYPE:
MIRANDA-CLASS STARSHIP

REGISTRATION No:
NCC-21166

NAME:
U.S.S. BRATTAIN

The scientific missions of ***Miranda***-class starships expose the ships and their crew to many kinds of space phenomena, some of them highly dangerous. Sadly, a **Tyken's Rift** spells doom for the unfortunate crew of the ***U.S.S. Brattain***.

Deprived of REM sleep, the crew of the U.S.S. BRATTAIN develop paranoia and psychosis. They kill each other, but their ship survives undamaged.

Starship crews are exposed to many dangers during their missions, and every **Starfleet** officer must face the fact that he or she may one day lose their life in the line of duty, either through accident or in battle. However, it is rare for a starship itself to remain unscathed while the crew is lost but, in 2367, just such a fate befalls the ***U.S.S. Brattain NCC-21166***.

The *U.S.S. Brattain* is one of the long-serving ***Miranda***-class starships, and was named in honor of the American physicist Walter Brattain, who helped to develop the point-contact transistor and shared the Nobel Prize for Physics in 1956. The dedication plaque on the ship's bridge indicates that it was built by **Yoyodyne Propulsion Systems**. Like many other ships of its class, the *Brattain* is primarily a science vessel, conducting deep space research in uncharted territory. At the time of its ill-fated last mission in 2367, it has a crew of 34, commanded by **Captain Chantal Zaheva**; the ship is also carrying a **Betazoid** scientific advisor.

The bridge of the *U.S.S. Brattain* seems claustrophobic in comparison with most of the later Starfleet designs. Like many other starships of the 23rd and early 24th centuries, the bridge is on two levels. The upper, aft section is dominated by a large console from which engineering and other main systems can be controlled. Behind this console there is a recess in the wall containing other stations, and there are smaller recessed wall stations to port and starboard. Three steps on each side of the main aft console lead down to the lower forward section, which contains the captain's chair in the center and two other chairs in similar positions to the conn and ops stations on ***Galaxy***-class starships; all face the main

viewscreen. There are several large metal vertical beams which add to the feeling of confinement; some are angled, and others are connected by mesh to form alcoves, similar to parts of Main Engineering on other ships.

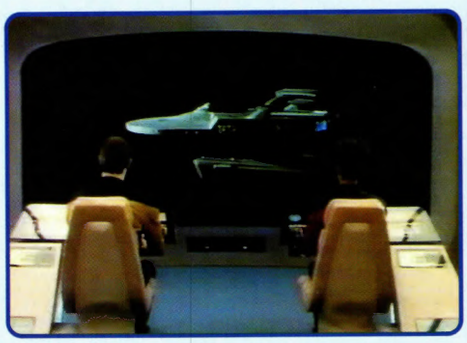
Death stalks the *Brattain*

After many years of faithful service, the *Brattain*'s long Starfleet history ends in tragedy in 2367. In the course of its journey, the ship falls into a **Tyken's Rift**, a massive rupture in space into which energy is absorbed. An alien ship is also trapped in the Rift, and the aliens' telepathic calls for help interfere with the mostly human crew's REM sleep, causing dream deprivation. Without recourse to REM sleep, the crew of the *Brattain* lose their cognitive abilities, becoming paranoid and irrational. Sadly, they are unable to decipher the aliens' cryptic messages, and fail to act on

The BRATTAIN has never been the luckiest of vessels; the ship's name is spelt incorrectly on the dorsal hull. Even Starfleet is sometimes known to make mistakes.

them to free both ships. All they can do is to send a distress signal. Twenty-nine days later, on **Stardate 44631.2**, the *Brattain* is discovered near the rim of an uncharted binary star system by the ***U.S.S. Enterprise NCC-1701-D***. There is no indication of structural damage, but all propulsion systems are shut down and the *Brattain* is drifting. An away team from the *Enterprise* find the entire bridge crew dead and **Andrus Hagan**, the Betazoid scientific advisor, in a profound catatonic state in a room adjacent to the port side of the bridge. A more extensive search reveals that all 34 crew members have died. Some are barricaded in their rooms with a stockpile of weapons nearby; others are found in corridors with signs that they killed each other in hand-to-hand combat. Toxicological tests show there are no unusual substances in their bodies.

Recent log entries suggest that Captain Zaheva's mental condition deteriorated steadily once the *Brattain* became stranded; she began talking of plots and mutinies. In an extract from her final entry she says: "**First Officer Brink** and his men were behind it. They got to the engines. They don't work any more. Had to eliminate Brink." Psychosis and paranoia have taken their toll, leading to a tragic and sadly avoidable end to this ship's noble crew.



The U.S.S. ENTERPRISE NCC-1701-D receives the U.S.S. BRATTAIN's distress call 29 days after it is sent. Sadly, by this time it is too late to help the crew, who have killed each other in their paranoia.

A computer console schematic depicts the MIRANDA class, of which the BRATTAIN is a member. These small ships, used mainly for scientific missions, have been in use by Starfleet for decades.

The BRATTAIN crew are long dead by the time help arrives. Tragically, if only they could have understood the messages they were receiving from the aliens, both ships could have been saved.

The Satarran Vessel

The cunning and devious Satarrans have developed a new strategy in their war with the Lysians: if you can't win the battle with your own weapons, take someone else's.

SEE OTHER FILES...
U.S.S. ENTERPRISE NCC-1701-D..... File 25
STARFLEET PERSONNEL..... File 43
SPACE MACHINES, ARRAYS & PROBES..... File 42
STAR TREK: THE NEXT GENERATION... File 69

The small spacecraft used by the **Satarrans** is part transport, part deadly weapon in their continuing war against the **Lysians**. The craft travel through space carrying a single crew member, waiting for other vessels to come along, upon which they initiate one of the most devious tactics ever encountered by **Starfleet**: ingeniously taking over the other ships and commandeering them to do their dirty work.

The only Satarran ship encountered by Starfleet so far is a small vessel of an unfamiliar configuration. It is roughly triangular in shape, and is constructed from an unremarkable gray metal. The ship can send out **subspace** signals, and is also equipped with at least aural communication channels.

The most dangerous technology the Satarran ship possesses is not an energy-based offensive weapon but a deadly probing device. This probe, which sweeps other ships with a bright, luminous green wave of energy, can cut through **Federation** shields and has a very specific affect on its victims: it selectively wipes memories and computer records, deleting any personal knowledge but leaving operational functions intact and undamaged. Organic life forms are left with selective amnesia. They know how to work the equipment required for their jobs, but have no idea of who they are or what they are doing. Artificial life forms are affected in exactly the same way.

Computer systems are similarly purged: life support functions are left undamaged, and weapons, defensive systems, and other operating systems, though temporarily disabled, can soon be repaired. All personal logs or crew records are removed. The scan does not destroy long term memory, but just suppresses it. There is no damage to the hippocampus, the area of the brain where long term memory is stored, and memories can be returned by increasing the activity of the medial temporal region of the brain, using short term memory synapses to retrieve long term memory.

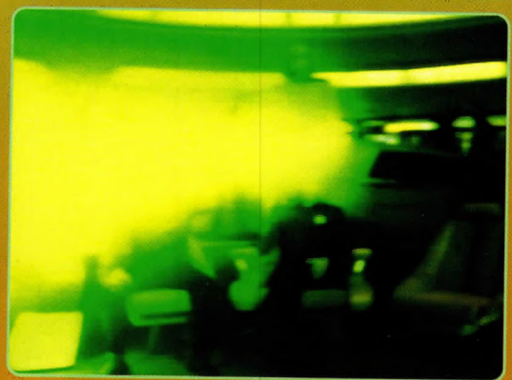
The point of such a scan is insidious and cunning. While the crew of a starship are suffering from this selective amnesia, the single crew member from the Satarran ship will transport himself over to their vessel and pretend to be a member of their crew. He can alter computer records to insert files on himself and, more importantly, will insert data which indicates that the vessel is at war with the **Lysians**, thus provoking the ship's crew into using their superior weaponry to attack the Satarrans' enemy. In such situations, the Satarran vessel is often destroyed to remove evidence.

Federation encounter

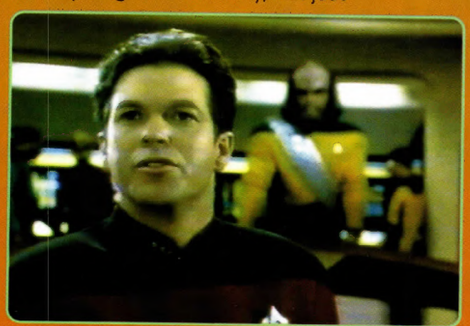
The ***U.S.S. Enterprise NCC-1701-D*** falls into such a trap on **Stardate 45494.2**. A Satarran scans the ship and then, posing as **Commander Keiran MacDuff**, attempts to have the ship destroy the **Lysian Central Command**, a task which could easily be accomplished with a single photon torpedo. Unfortunately for 'MacDuff', the Starfleet crew are a naturally peaceful people, and moral qualms over attacking a defenseless enemy lead them to question their mission; their doubts lead them to the truth, and when 'MacDuff' tries to take control of the weapons to fire on the Lysians, he is killed by the Starfleet officers.

Since that time, no other Satarran ships have been recorded by Starfleet vessels.

The SATARRAN VESSEL is encountered by a Federation starship, the U.S.S. ENTERPRISE NCC-1701-D. The tiny ship has one life form aboard, but it does not respond to the ENTERPRISE's hails.

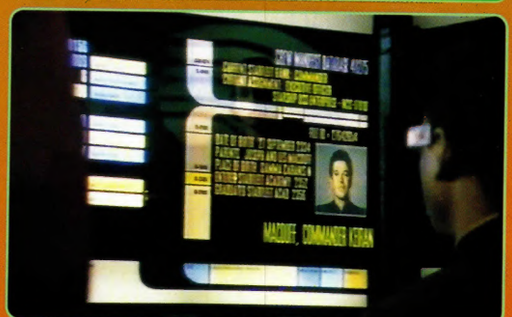


Suddenly, a bright green light washes over the ENTERPRISE. The energy cuts though the ship's shields, and nothing can be done to stop it. The green glow moves from left to right, like a wave.



When the glow subsides, the crew have lost their memories, but they have gained a new colleague.

'Commander Keiran MacDuff' has a seat on the bridge. There is nothing to indicate he does not belong here.



The ship's computer data banks have been altered to contain detailed and convincing records on the Satarran impostor.

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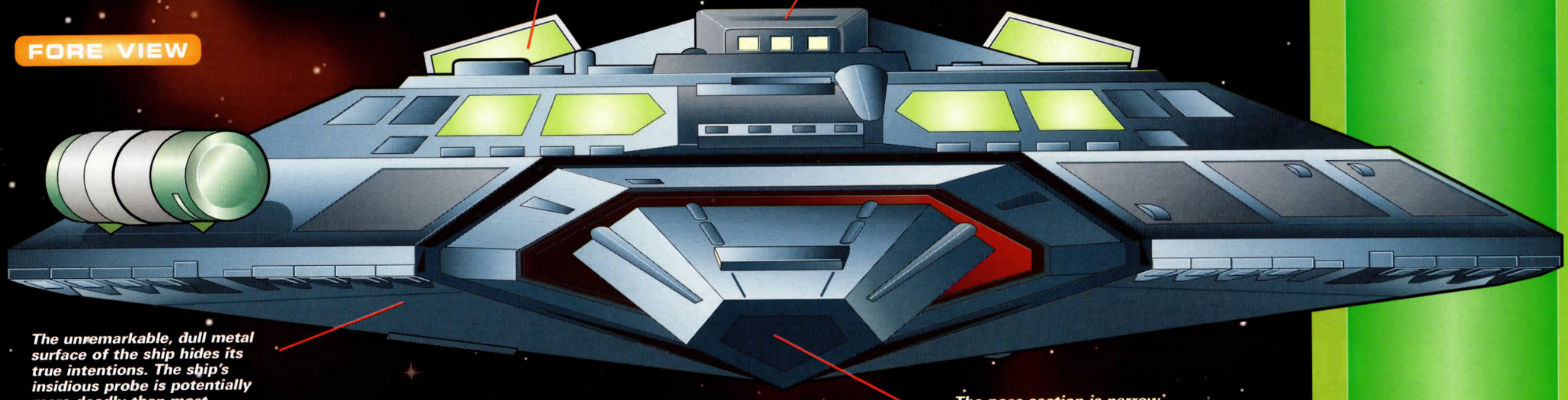
The Satarran Vessel

The ***Satarran Vessel*** is the ultimate spying device, placing an infiltrator into the midst of a more powerful ship which the single ***Satarran*** crew member can then use to fight his own battles.

SATARRAN VESSEL

Type:	Satarran ship
First recorded:	2368
Crew:	One
Weaponry:	100 years behind that of the Federation.
Features:	Scan which can selectively wipe organic memories and computer records.

FORE VIEW



These glowing green areas on the outside of the ship's hull are probably connected to the engines or power generators.

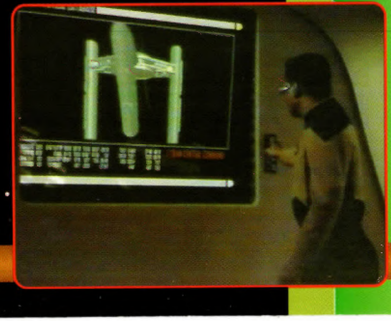
The ship's outer hull defenses and shield capacities are well below those of Federation starships.

The unremarkable, dull metal surface of the ship hides its true intentions. The ship's insidious probe is potentially more deadly than most weapons.

The nose section is narrow, forming the front of a tapering triangular design.

After the scan has passed, the crew of the affected ship are left confused and disoriented. They have no idea of their true identities, nor of their role on the ship.

The Satarran impostor can aid the success of his mission by volunteering to try out possible cures, then pretending that the treatments fail. This keeps the crew confused.



The Satarrans intend to use the superior weaponry of captured ships to attack the Lysian Central Command. The confused crew believe the Lysians to be their enemies.

Sisko as The Emissary

When Starfleet officer Benjamin Sisko discovers the Bajoran wormhole, he gets more than he bargained for. As well as opening a gateway between the Alpha and Gamma Quadrants, he fulfills an ancient prophecy, changing the nature of his relationship with Bajor forever.

When **Commander Benjamin Sisko** takes command of ***Deep Space Nine*** in 2369, he has little idea what a profound effect his arrival will have on **Bajoran** society.

Shortly after Sisko arrives on the station, he travels to **Bajor** to meet with **Kai Opaka**, the Bajoran spiritual leader, to gain some insight into her people. Opaka tells Sisko that he has a deep spiritual purpose, but is unable to reveal exactly what it is. She entrusts Sisko with a powerful and mystical **Orb**, telling him that his destiny is to reclaim eight others, stolen by the **Cardassians**. When Sisko sets off in a ***Runabout*** in search of the original source of the Orbs, he is propelled through a wormhole, a giant tunnel through the fabric of space. His ship emerges from the wormhole 70,000 light years from Bajor. Realizing this may be how the Orbs entered the **Alpha Quadrant**, Sisko re-enters the wormhole to return home and study the implications. However, once within the wormhole, he finds himself in a strange place and communicates with the awesome forces behind the Orbs, who first perceive him as a threat. With no understanding of linear time, they present Sisko with a barrage of images from his life; soon after, Sisko and the life forces begin to understand each other.

When Sisko returns to *Deep Space Nine* and tells his new crew of his encounter with the aliens in the wormhole, word spreads quickly. He finds that followers of the Bajoran religion believe that inside the wormhole is the **Celestial Temple**, the home of the **Prophets**, who are the creators of the mystical Orbs. As the one who has discovered the wormhole and communicated with the 'Prophets', the Bajorans believe Sisko to be the '**Emissary**', who, according to prophecy, will save Bajor and unite its people. Sisko

PROFILE ON THE EMISSARY

NAME: Benjamin Sisko

LIFE FORM: Human male

STATUS: The Emissary, a Bajoran religious icon.

LEGEND: For centuries, the Bajoran religion prophesied that the Emissary would find the Celestial Temple and unite the planet. Sisko discovered the Bajoran wormhole – believed to be the Celestial Temple – in 2369, and is considered to be the Emissary by most religious Bajorans.

FIRST SEEN: 'Emissary' [DS9]

Benjamin Sisko's dual status as the Starfleet officer in command of DEEP SPACE NINE and the Emissary of the Bajoran Prophets has caused him some problems, but has ultimately been of enormous advantage in protecting Bajor from the deadly Dominion.

COMMUNING WITH GODS

★ Revered

The Emissary holds a very important place in the hearts of the Bajoran people. Sisko's status as a religious icon has been an immense help in cementing relationships between Bajor and the Federation, especially on DEEP SPACE NINE.

★ Prophecies unfold

Despite Sisko's attempts to retain a secular outlook, ancient religious prophecies have an uncanny knack of unfolding around him.

★ Special feelings

Kai Opaka touches Sisko to feel his 'pagh', his soul or spirit. From this she can tell that he is someone very special.

★ Communication

Whether the beings who live in the Bajoran wormhole are aliens or gods, communicating with them is a very unique experience.

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Sisko as The Emissary

Yarka, a former Vedek who was stripped of his title for extremism, tries to convince Sisko to listen to an ancient prophecy warning that an experiment involving Cardassian scientists will end in disaster. The events unfold as predicted, but Yarka's interpretation is wrong.

"I know you don't like it when I talk about you as the Emissary. That's how I think of you, and maybe that's why sometimes it's so hard to relax around you." – Kira

Sisko has an uneasy relationship with Bajor's scheming religious leader, Kai Winn, which dates back to when she was still a Vedek. However, when Winn is unsure as to how best to protect Bajor from the Dominion, she looks to Sisko for guidance.

is uncomfortable in his new role but, out of respect for the Bajoran people and their religion, he accepts the mantle.

Most Bajorans treat Sisko reverently, which goes against everything he has been taught at **Starfleet Academy**. Nonetheless, being the Emissary has allowed him unique access to the internal workings of Bajoran politics, and has given him an advantage in situations that, with any other **Federation** representative, may have gone against him.

Keeping the peace

Sisko's status has often allowed him to act as a mediator in disputes where someone with a purely secular interest is less likely to have been accepted by the religious factions, such as when **Vedek Winn** objects to **Keiko O'Brien**'s secular approach to teaching children in *Deep Space Nine*'s school about the wormhole.

In 2370, when **Li Nalas** returns to Bajor after being imprisoned in a **Cardassian** labor camp, Sisko uses his influence as Emissary to convince the former resistance hero that his voice may help unite a Bajor that is rapidly being pulled apart by factional infighting. And when the station is overtaken by the Bajoran military, Sisko's status as Emissary helps to convince the commanding General, **Krim**, to listen to him.

Sisko's position as Emissary is challenged in 2372, but the wormhole aliens make it clear that they favor him for the role, and this finally convinces Sisko that he must accept the responsibility.

Sisko's newfound acceptance of his position comes to its apex when he begins his search for the fabled lost Bajoran city of **B'hala**. During his search, he is injured, and experiences visions that he begins to believe are sent to him from the Prophets. These visions lead him to locate the lost city, but each one damages his brain.

Against medical advice, Sisko declines an operation that will cure him but will also end the visions. He realizes that they are leading him to an important conclusion, and is willing to risk his life to see them through.

As Bajor is about to be officially accepted into the **Federation**, Sisko has another vision, and he warns the assembled group of dignitaries that if Bajor joins the Federation now, it will be destroyed. Sisko's visions are lost soon afterward when he undergoes lifesaving surgery.

Even Sisko does not realize at the time how important this decision will prove. By preventing Bajor's admission to the Federation, he leaves the planet free to sign a non-aggression treaty with the Dominion. As part of the Federation, Bajor would almost certainly have been conquered instead. And though all Starfleet personnel are forced to leave *Deep Space Nine*, Sisko has sworn that he will not rest until Bajor is safe once again.

Another contender

Bajoran poet Akorem Laan emerges from the Bajoran wormhole in 2372 after being lost two centuries earlier. He claims that he, rather than Sisko, is the Emissary. But the Prophets make it clear that they favor Sisko for the role.

★ Challenging beliefs

Akorem Laan has indeed encountered the Prophets, but his religious orthodoxy threatens decades of social advancement on Bajor. Sisko eventually reclaims the title, and requests that the Prophets return Akorem to his own time.

SISKO AND KIRA

Working relationship

Major Kira has strong religious beliefs, but she has to work with Sisko from day to day on a purely secular basis. At the beginning of their relationship, she plays down the religious aspects, and it is not until they have been working together for some time that she admits that she really does consider him to be the Emissary.

Kira finds it understandably hard to discuss her religious feelings with Sisko, and therefore keeps their relationship on a purely professional level. But when Sisko is seriously wounded in a Jem'Hadar attack on the *U.S.S. Defiant* and Kira is tasked with trying to stop him from losing consciousness, she finds that all the things she has always wanted to say become much easier to put into words. The experience brings them closer.

★ Truth at last

Sisko is badly hurt and Kira is not sure he can hear what she is saying, making it easier for her to pour out her heart to him. She believes he really is the Emissary, and tells him how difficult this has made it for her to work with him.

★ New friendship

Kira laments that because she felt uneasy toward Sisko, she has kept their relationship purely professional. When he has recovered from his injuries, he suggests a game of baseball as a good way to really get to know each other.

FILE 43 STARFLEET PERSONNEL

Michael Eddington in Starfleet

Deep Space Nine is the last stop between the **Federation** and the **Dominion** ... but **Odo**, its Chief of Security, is a Changeling. **Starfleet Security** appoints **Michael Eddington** to the station, little realizing that he is a far greater risk.

OTHER CARDS IN THIS FILE...
52 CHAKOTAY
SEE OTHER FILES...
OTHER GROUPS AND RACES.....File 18
DEEP SPACE NINE.....File 27
STAR TREK: DEEP SPACE NINE.....File 70

Michael Eddington is assigned as **Starfleet** security liaison to ***Deep Space Nine*** in 2371; he arrives with the ***U.S.S. Defiant NX-72405***.

His posting to the station brings objections from then-**Commander Benjamin Sisko**, who is satisfied that **Constable Odo** is more than capable of handling station security. But the *Defiant* incorporates a cloaking device on loan from the **Romulans**, and the **Federation** feels it necessary to assign a veteran Starfleet officer to assume responsibility for its security. The appearance of the **Gamma Quadrant**'s **Dominion** as a potential threat to peace is another major factor in Eddington's appointment, especially as Odo is a Changeling.

Sisko delegates Starfleet security matters to Eddington and station security to Odo, thus diffusing potentially bad feelings, but, even so, Odo considers resigning.

In time, however, Odo comes to accept Eddington as an equal partner in the job of maintaining security on the station. Much of this is due to Eddington's straight-ahead, by-the-book approach to his job. He seems as dedicated to the cause of justice as Odo.

Building a relationship

After this rough beginning, Eddington and Odo eventually form a close professional relationship. Eddington's direct responsibilities are for Starfleet security, but he and Odo work as a team on most assignments. Only when the situation involves high level Starfleet secrets does Eddington operate on his own, sometimes even excluding Captain Sisko from his interaction with **Starfleet Headquarters**.

Eddington is obligated to carry out the direct orders of **Vice-Admiral Toddman** of Starfleet Security, even when these orders contradict Sisko's own plans, such as during unauthorized incursions into the Gamma Quadrant by the *Defiant*. In such situations, Eddington makes no attempt to cover up his interference. Sisko, while angry, realizes that Eddington cannot disobey a direct Starfleet order.

Eddington is admired by his peers in Starfleet for his devotion to duty and professionalism, but is an unknown factor when he arrives on ***Deep Space Nine***. He is a graduate, with honors, from **Starfleet Academy**, and has spent several years working his way up through the ranks to his present position as a Lieutenant Commander. But as a person Eddington is difficult to define, keeping mainly to himself and working in the background.

Outside of his work, Eddington seldom socializes with the other station personnel. He is rarely seen in **Quark**'s bar, and he tends to keep his private life very private. He avoids voicing an opinion on controversial matters, even when pressed, such as the time when **Worf** and

PROFILE ON MICHAEL EDDINGTON

Name: Michael Eddington
Race: Human male
Marital status: Married to Rebecca.
Rank: Lieutenant Commander.
Division: Starfleet Security.
Position: Assigned to ***Deep Space Nine*** in 2371 as Starfleet Security Chief.
Leaves Starfleet: Revealed as a member of the Maquis, 2372.
Current status: Deceased.
First seen: 'The Search', Part 1 [DS9]
Last seen (Starfleet): 'For The Uniform' [DS9]

Michael Eddington is a private man who, at least at first, appears to be dedicated to Starfleet.

SECURITY OFFICER

Eddington comes to DEEP SPACE NINE to oversee matters of Starfleet Security, particularly with regard to the U.S.S. DEFIANT and its Romulan cloaking device.

Starfleet feels the need to put its own security officer on DEEP SPACE NINE because the station's current security chief, Odo, is a Changeling. Odo has no love for his people, but Starfleet would rather not take risks.

Eddington serves on DEEP SPACE NINE and the U.S.S. DEFIANT, but his first loyalty is to Starfleet Security. When the DEFIANT makes an unauthorized trip into the Gamma Quadrant to rescue Odo and Garak, Eddington sabotages the ship.

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Michael Eddington in Starfleet

"It's the captain's chair that everyone has their eye on. That's what I wanted when I joined up. But you don't get to be a captain wearing a gold uniform." — Michael Eddington

Chief O'Brien are discussing the merits of the **Maquis**. "I have no opinions about the Maquis," is Eddington's only contribution to the debate.

Shortly after Sisko's promotion to captain, he gets an insight into Eddington's psyche during a brief exchange on the *Defiant*, during a dangerous mission into **Tzenkethi** space. During the mission, Eddington congratulates Sisko on his promotion. Sisko appreciates the sentiment, but replies that his new rank doesn't change anything; what matters is that he's happy with his job. When Eddington responds that it's the captain's chair people have their eye on when they join Starfleet, but that he's unlikely to achieve it through Security, Sisko suggests that he could always transfer to command.

"Then who would protect the Ambassador?" Eddington replies, implying that he has found his niche and is comfortable in it, even though it may never lead to the coveted captain's chair. At the time, there is nothing to indicate how far this is from the truth.

New directions

In 2372, after suffering devastating defeats by the **Klingons**, **Cardassia** requests industrial replicators from the Federation to help jump-start their weakened industries.

Eddington, in his role as Starfleet security chief, becomes the pointman in this secret operation. He coordinates with Starfleet Headquarters, and he is the one who briefs ***Deep Space Nine*** officers on the upcoming transfer.

The replicators must pass through the station en route to the Cardassians. Eddington has set up his usual tight and efficient security net around the transfer. But there is one flaw – Eddington himself.

During the transfer, Eddington is revealed to be a high-ranking member of the Maquis. He masterminds a hijack of the shipment of industrial replicators destined for the Cardassians, and delivers them instead to a secret Maquis base in the **Badlands**.

Afterward, Eddington contacts Sisko through **subspace** communications. He won't apologize for his actions, or even reveal his personal motivation for abandoning his Starfleet career to join the Maquis.

On a different side

Eddington asks Sisko to leave the Maquis alone. He says that their quarrel is with the Cardassians, not the Federation, but he warns that unless the Federation stops sending replicators to the Cardassians, they're going to have a lot more to worry about than hijackings.

Sisko does not appreciate the implied threat. He is shocked and angered that Eddington has betrayed his commitment to Starfleet. But Eddington says the Federation is obsessed with the Maquis, suggesting that perhaps this is because so many Starfleet members have joined the Maquis when the Federation thinks that everyone should join its own organization. He thinks that the replicators are being sent to the Cardassians so that one day they too will "take their rightful place on the Federation Council." He considers the Federation to be worse than the **Borg**, who at least, he says, tell you about their plans for assimilation. The Federation are more insidious, he claims; they assimilate people who don't even realize it.

Sisko won't accept this. He believes that Eddington has betrayed his uniform and his duty, and vows to hunt him down. One day he will bring Michael Eddington to justice, no matter how long it takes.

Eddington seems at first to be an extremely dedicated officer, who puts security above all else. He knows that the red shirt of command would do more for his chances of promotion, but he prefers to stay where he is, wearing the gold shirt of Security.

Lt. Cmdr. Eddington does not lack command ability; his briefings are clear and precise. He is serving under Captain Benjamin Sisko, but his real boss is Vice-Admiral Toddman; sometimes orders from Starfleet HQ come direct to him rather than to Sisko.

Eddington does not mix with his colleagues outside of work and they would not really call him a friend, but the crew of the U.S.S. DEFIANT find it difficult to believe that he placed them in danger to follow Vice-Admiral Toddman's orders.

Michael Eddington's official role is only in relation to Starfleet security matters, but it is inevitable that he will become involved in other events on the station. His strong engineering background proves useful when he needs to rescue colleagues who find themselves trapped in the holodeck.

FINAL BETRAYAL

Eddington is revealed as a member of the Maquis. Once exposed, he has no qualms about using a phaser on his former friends.

Knowing that his Starfleet career is over, Eddington removes the communicator badge from his uniform.

Modified Polaron Emitters

Starfleet needs to develop devices to combat the Changelings, but often the biggest challenge is to find them in the first place. If a blood screening is not a viable option, other methods have to be employed.

The polaron emitters have to be positioned so that the beams from the devices interconnect. This means that the balls cannot be completely hidden from view.

With the threat from the **Dominion** rising, the **United Federation of Planets** has developed many strategies, devices, and safeguards against the Changelings. Many of these are aimed at revealing Changeling impostors rather than causing injury or death to the individuals involved; once a Changeling has been exposed, the main threat is generally over.

Some Changeling countermeasures have been developed from scratch, while others have been modified from existing Federation technology. One Changeling defense which fits the latter description is the **modified polaron emitter prototype X-47**.

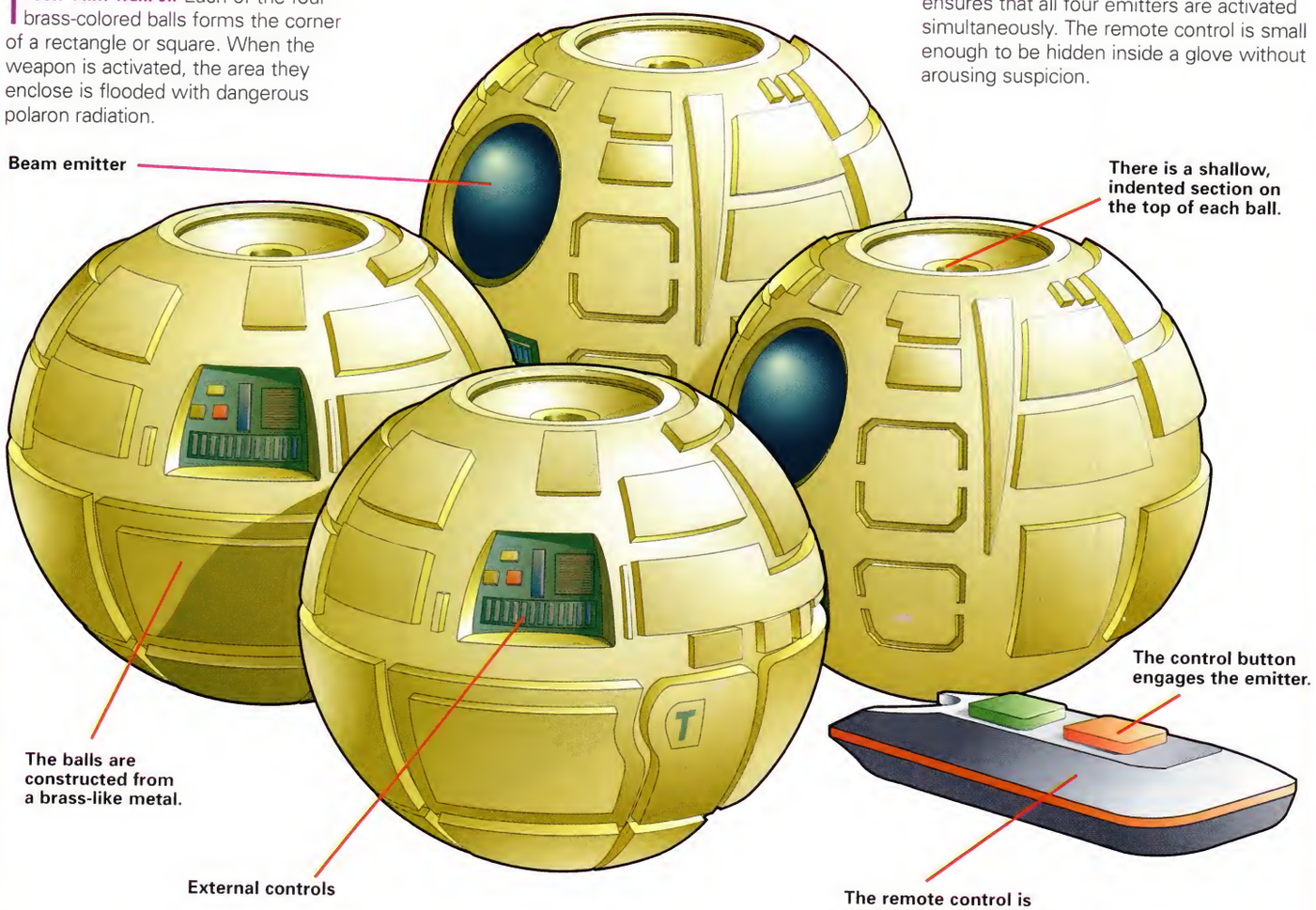
Polaron emitters are small, spherical devices, approximately the size of a baseball; they are constructed from a brass-colored metal, and can easily be held in the palm of the hand. The devices are used, as their name suggests, to emit polaron radiation in controlled bursts.

Each emitter comprises two equal, hemispherical halves which separate completely to reveal the inner workings of the device; these can be taken apart and clipped back together with ease. **Starfleet** scientists have discovered that exposure to polaron radiation has a destabilizing effect on Changeling physiology: exposure to the radiation will prevent a Changeling from retaining its humanoid shape and force it to return to its natural, gelatinous state. However, prolonged or repeated exposure to

MODIFIED POLARON EMITTERS

1 FOUR-PART WEAPON Each of the four brass-colored balls forms the corner of a rectangle or square. When the weapon is activated, the area they enclose is flooded with dangerous polaron radiation.

2 REMOTE CONTROL The emitters are turned on by a handheld remote control which ensures that all four emitters are activated simultaneously. The remote control is small enough to be hidden inside a glove without arousing suspicion.



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Modified Polaron Emitters

the radiation is fatal to humans, Changelings, and most other known life forms.

The modified polaron emitters are used in groups of four. Each emitter sends out a beam which, along with the beams of the other three, forms the perimeter of the area to be flooded with polaron radiation; any Changeling caught within this field will be forced to return to its gelatinous state, but will remain otherwise unharmed.

Four emitters can create a radiation field covering 1200 cubic meters, an area which requires the devices to be placed in fairly close proximity to the suspected Changeling before activation. All four emitters must be activated simultaneously; to ensure this happens, they are activated by a single remote control unit.

The emitters are carried in two halves, and are only put together shortly before they are to be used. The device is primed when still separated, then the two halves are snapped together. When the suspected Changeling is in a suitable position, they are activated by the remote sensor.

In 2373, officers from ***Deep Space Nine*** intend to use modified polaron emitter prototype X-47s against the suspected Changeling infiltrator to the Klingon military fortress at **Ty'Gkor**. Unfortunately, they are discovered before they have a chance to activate the device, and the emitters are then destroyed by the Changeling impersonating **General Martok**. It is not known whether or not this particular anti-Changeling device would have proved as successful as Starfleet hoped.

This anti-Changeling device has been modified from an existing piece of Starfleet technology; other such weapons are developed from scratch.

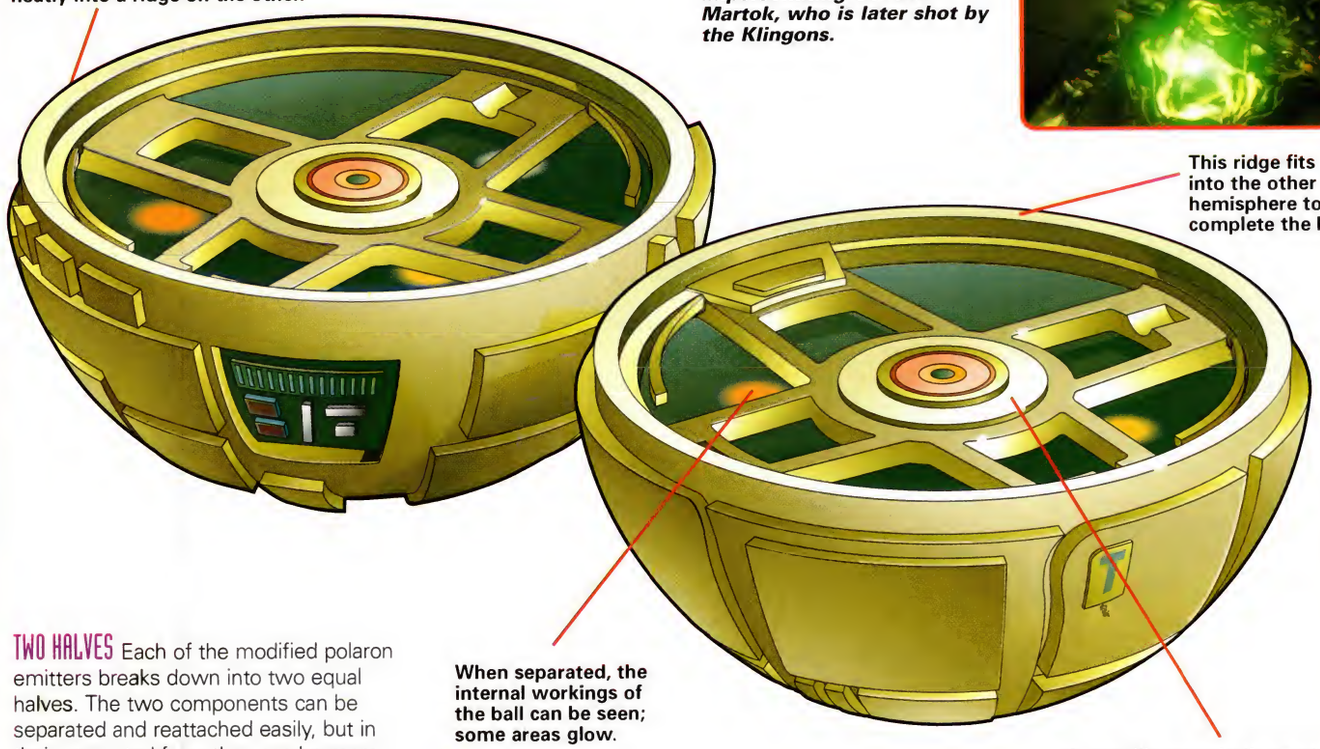
The devices are small but very complex, and potentially deadly. Anything more than limited exposure to the device will be extremely hazardous to most life forms.

On DEEP SPACE NINE, Dax demonstrates how the modified polaron emitters work. Each ball forms the corner of a rectangle, with the beam emitter pointing inward. When activated, this produces an enclosed area which is flooded with polaron radiation.

The modified polaron emitters are carried in two halves. This helps prevent accidental activation during carriage, which could prove fatal for anyone caught in the field. When separated, the ball splits into two equal halves; the internal workings of the device are exposed.

MODIFIED POLARON EMITTERS

Unfortunately, the modified polaron emitters are never used. They are discovered and destroyed by the Changeling impersonating General Martok, who is later shot by the Klingons.



TWO HALVES Each of the modified polaron emitters breaks down into two equal halves. The two components can be separated and reattached easily, but in their separated form they can be more easily concealed and are also safer; accidental activation is avoided.

FILE 69 STAR TREK: THE NEXT GENERATION

'Brothers'

When a homing device causes Data to return to his creator, Dr. Noonien Soong, he inadvertently diverts the *U.S.S. Enterprise NCC-1701-D* from its course to *Starbase 416*, placing the life of a seriously ill young boy in jeopardy.

CAPTAIN'S LOG
STARDATE: 44085.7

"Due to a medical emergency we have been forced to cut short a two-day liberty on Ogus 2 and set course for STARBASE 416. It seems a young man's practical joke has come dangerously close to a lethal conclusion ... "

Young **Jake Potts** has played a practical joke on his brother **Willie**. He pretended he'd been killed by a shot from Willie's toy laser pistol, but the joke went tragically wrong: his terrified sibling hid in a nearby forest and, while there, ate the fruit of a **cove palm**, which contains a highly infectious parasite. Willie is now contained within a quarantine anteroom, awaiting emergency treatment on ***Starbase 416***. **Data** informs **Riker** that the boy's parents, who are away on sabbatical, have been notified, then takes Jake to visit his brother.

Strange behavior

On their way to the anteroom, Data reassures Jake that Willie will soon be well again. "We are only two days away from *Starbase 416*", he tells the boy, "and their laboratory can isolate ..." Inexplicably, Data doesn't finish his sentence. Leaving Jake behind, he heads straight for the bridge, where he begins to silently program his computer console. **Ensign Wesley Crusher** then informs **Captain Picard** that a new course has been set, destination unknown. When Riker asks Data who programmed the new coordinates, he gets no response. The ship's computer suddenly announces that the bridge should be evacuated; there will be a life support failure in 30 seconds. **Geordi La Forge** transfers the helm to Main Engineering, and the crew make their way to the lifts. Only Data remains behind.

Impersonating Picard's voice, Data instructs the computer to only accept orders and enquiries from the Main Bridge. He has effectively taken control of the ship.

Data then beams down to a leafy, verdant planet where he heads for a dwelling full of scientific equipment. The place belongs to **Dr. Noonien Soong**, the scientist who built him; Soong greets his creation with the words: "You were right on time." Data is surprised to see Soong alive, having believed that the doctor had been killed by the **Crystalline Entity**. Soong reassures Data, "This is your lucky day. You've found your long lost father, and he's alive." He confesses that he has never felt too comfortable about living anywhere without a prearranged route of escape.

Back on the *Enterprise*, the crew need to resume their journey to *Starbase 416* quickly.

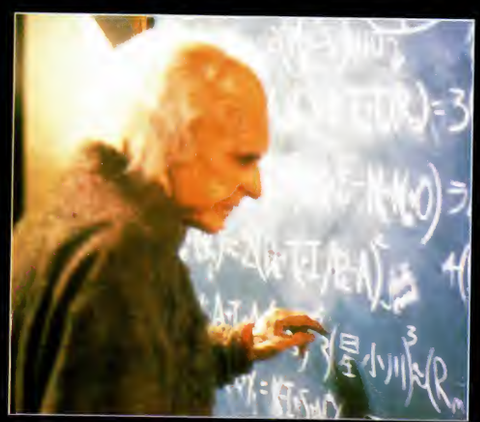
ON SCREEN...

1 *After eating a poisonous fruit, young Willie Potts must stay in quarantine. Dr. Crusher monitors his condition closely.*

2 *Jake feels guilty, and Deanna tries to console him. There is a possibility that Jake's joke may kill his brother.*

3 *Data copies the voice of Picard to help access the ship's computer and therefore take command of the U.S.S. ENTERPRISE.*

4 *Dr. Soong is impressed by Data's prompt arrival. Data is surprised; he thought his 'father' died on Omicron Theta.*



5 *Soong explains how he managed to avoid the destruction of the Omicron Theta colony by having an escape route worked out. He didn't realize at the time that he would be running from a giant snowflake.*

6 *Data is amazed his creator is still alive and asks if it really is him. While Data is with his 'father', the crew of the U.S.S. ENTERPRISE are trying to find him, retake the bridge, and save young Willie's life.*

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'Brothers'

Worf tells Picard that the ship's sensors are now functioning properly and are picking up a single human life form on the planet below. Sensors also show that a small vessel has entered the planet's orbit, but there are no life forms aboard.

While Data and Soong get reaquainted, **Lore**, the other android created by the doctor, also arrives. He has inadvertently been called by the same homing device that brought Data to the planet. Soong did not even know that Lore had been reassembled, and Data insists that the doctor immediately deactivate his 'evil twin'. Soong breezily replies that Lore is far from the maniacal android Data makes him out to be; he has always obeyed his creator. Lore reminds Data that his 'dear brother' left him drifting in space; if it hadn't been for a fortunate encounter with a **Pakled** trade ship, he'd still be out there. Lore prepares to leave, but Soong stops him in his tracks with a shocking piece of information: he is dying.

Lore claims he is the more 'perfect' android, but Soong disagrees; for years he's been plagued by what went wrong, why Lore's basic emotions turned and twisted. Soong believes he has now found the solution; he has brought Data to his planet in order to implant him with an emotion chip, specially designed for him, so that flawless logic can finally be married to real feeling. The exhausted Soong then retires, in order to begin work next morning.

Soong deceived

When Soong awakes he places the chip in Data's neck. But it isn't Data – it's Lore, wearing Data's **Starfleet** uniform. Unbalanced by the new chip, Lore grabs Soong and throws him across the lab, before beaming away from the planet. An away team, led by Riker, arrive at Soong's house to find the doctor badly injured; Worf also discovers an unconscious Data wearing Lore's clothes. Data is reactivated, and explains that Lore caught him by surprise; Soong regretfully tells his beloved 'son' that there was only one emotion chip, now implanted in Lore. Soong then instructs Data to access his third nested memory file and execute instruction 5155. This will clear his memory block and allow the *Enterprise* to resume its journey to *Starbase 416*.

Dr. Soong declines Riker's offer of medical treatment aboard the *Enterprise*, preferring to die at home. Data says a final goodbye to his creator, and Soong observes that in many ways the two of them are alike. Data concludes that it is all right for Soong to die, as his own continued existence will give the doctor a kind of immortality.

The *Enterprise* makes it to *Starbase 416* in time for Willie Potts to receive the treatment he needs. **Dr. Crusher** gives Data something to ponder when she tells him the previously estranged Potts boys have now been reconciled. "They're brothers," she says to him. "Brothers forgive."

STARSHIP FACTS

- **Dr. Soong expresses disappointment that Data chooses to emulate the Starfleet officers who found him. He had hoped that Data might become a scientist, or even a cyberneticist.**
- **When Lore is reawakened after being implanted with the emotion chip, he tells Soong that the colonists on Omicron Theta called him 'Often Wrong'.**

ON SCREEN...

7 ***Lore arrives at Soong's home for their 'family reunion'. Against Data's wishes, Soong reactivates the unstable android, saying Lore is not as bad as Data thinks.***

8 ***Lore has drifted in space for two years before being saved by a passing Pakled trade vessel. Data says he had no alternative; Lore would have destroyed the ENTERPRISE.***

9 ***Lore is upset that he was disassembled. Soong tells Lore he was not working properly, and that the colonists petitioned him to make a less perfect android.***

10 ***Lore tells Data he is happy for him to be given the emotion chip. Data questions his sincerity, but Soong tells him that Lore has "good reasons for being bad."***

11 ***Soong has a rest, and returns to install the emotion chip in Data. But Lore has taken Data's place and is implanted with the chip instead. After a struggle, Lore departs.***

12 ***The brothers Jake and Willie reconcile their differences, and start playing once again. Dr. Crusher tells Data that "brothers forgive."***

FILE 70 STAR TREK: DEEP SPACE NINE

'The Homecoming'

For years, **Li Nalas**, a legendary hero of the **Bajoran** resistance, has been thought dead. When **Major Kira Nerys** discovers that he is in fact being held prisoner on **Cardassia IV**, she and **Chief O'Brien** set off on a daring mission to bring him home.

'THE HOMECOMING'

"I've been thinking about our mission here. I look at the turmoil on Bajor and I see everything we've fought for this past year starting to unravel."

– Sisko to Dax

On ***Deep Space Nine***, a trader captain shows **Quark** a **Bajoran** earring, given to her by a maintenance worker on **Cardassia IV**. The captain was supposed to take it to **Bajor**, but cannot make the journey in the near future. Instead she asks Quark to "show it to a Bajoran; they'll understand." Quark, convinced the earring is valuable, hastily makes his way to **Major Kira**'s quarters. When Quark reveals the earring, Kira at once asks him where he got it from, then rushes off to show it to **Commander Sisko**.

Kira catches up with Sisko on the Promenade and demands to borrow a ***Runabout*** in order to rescue a Bajoran prisoner of war held on **Cardassia IV**. She tells Sisko that the earring bears the insignia of **Li Nalas**, Bajor's greatest resistance leader. Although Nalas is thought to be dead, his body was never found, and the earring is genuine. Kira confesses that she has contacted three members of the Bajoran provisional government, but they were reluctant to go to war with Cardassia over an earring. She admits she can't blame them.

To the rescue

Kira reminds Sisko of the political turmoil on Bajor. She is convinced that Bajor needs a leader, someone the people will listen to, and that Li Nalas is that leader. Sisko tells Kira that he'll have to think about her request.

Chief Miles O'Brien shows Sisko and Odo a circular yellow marking he's discovered on a corridor wall. Sisko immediately recognizes it as the emblem of the **Alliance For Global Unity**, otherwise known as **The Circle**, a fundamentalist faction which believes Bajor should be for Bajorans: all other species are inferior and should be expelled from the planet. The sign has been seen all over Bajor, but this is the first time it has appeared on the station.

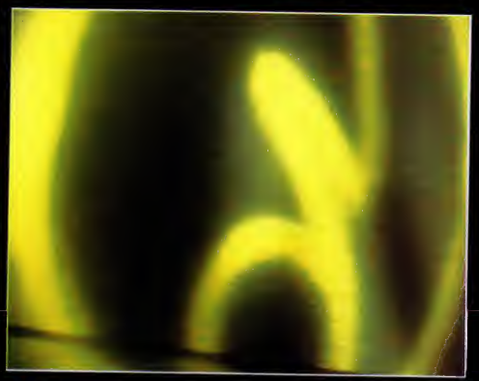
Dax reminds Sisko that the Cardassians swore they'd released all their Bajoran prisoners, and Chief O'Brien has already worked out how the *Runabout* can evade Cardassian sensors. Sisko finally capitulates, but insists that Kira take O'Brien with her. Kira argues that this is a Bajoran matter, but Sisko doesn't agree; he needs Li Nalas back on Bajor just as much as Kira does.

ON SCREEN...

1 *Odo's suspicions are raised by Quark's willingness to help him crack a notorious smuggling ring. Quark says they should be enemies no longer.*

2 *Quark meets a trader captain who offers him a simple Bajoran earring which is to be taken to Bajor. Quark, thinking there must be value in it, shows it to Major Kira.*

3 *The earring belongs to Li Nalas, a Bajoran resistance hero who is being held prisoner on Cardassia IV. Kira requests a RUNABOUT so that she can rescue him.*



4 *Bajor is plagued by a spate of political and religious infighting, and this has started to spill over to DEEP SPACE NINE. The Circle have left their mark on the station.*

5 *Dax points out to Sisko that a strong leader might be just what the Bajorans need. This could unite the planet, and end the turmoil which is threatening its peace.*

6 *Major Kira sets off to rescue Li Nalas. Sisko says that O'Brien has to go with her; he is a better pilot, and Sisko wants the RUNABOUT back in one piece.*

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'The Homecoming'

Eventually Kira gives in, but tells the Chief he should be aware that the mission can end only one of two ways – either they bring back Li Nalas, or they don't come back at all.

The *Runabout* travels to Cardassia IV. As they orbit above the planet's labor camp, O'Brien sets the sensors to detect any Bajoran life forms, and is shocked when the sensors show that there are up to 12 Bajoran prisoners below. As the *Runabout* is only able to beam two people up at a time, the decision is made to land the craft in a secluded spot just outside the camp.

Apology from Cardassia

Kira manages to breach the camp's forcefield, and stuns a Cardassian guard. She quickly lets O'Brien in before discovering Li Nalas working in a quarry. One of his co-workers is delighted that the plan to smuggle out Nalas' earring proved so effective, and he and many of the others stay behind to fend off the Cardassian guards while Kira and O'Brien ensure that Li Nalas makes it back to to the *Runabout*. Li insists they wait until all his comrades are aboard, but the presence of Cardassian warships forces the *Runabout* to head immediately for *Deep Space Nine*.

When Kira arrives to brief Sisko on the success of her mission, she discovers the Commander receiving a communication from **Gul Dukat**, representing the **Cardassian High Command**. Dukat is extremely apologetic, claiming that the Cardassian government had no idea that Bajoran prisoners were still being held on Cardassia IV and that such detentions are a direct violation of Supreme Directive 26.45. He assures them that the camp prefect will be chastised accordingly. Dukat also promises that all remaining Bajoran prisoners have been taken back to their home planet.

A transport carrying **Minister Jaro Essa** arrives from Bajor, and Kira is given the honor of welcoming him aboard. Jaro confidentially tells the Major that officially he has to warn her that the next time she disobeys orders it will mean the end of her military career, but as a private citizen he wants to thank her for what she has done. The Minister then goes to meet Li Nalas, who is already receiving a hero's welcome from the station's Bajoran populace.

However, Odo later gives Sisko some puzzling news: Li has been discovered trying to stow away on a freighter bound for a two-year sojourn in the **Gamma Quadrant**. Li confesses to Sisko that he doesn't deserve his heroic reputation; he only made a very minor contribution to the Bajoran resistance. Sisko replies that Li, rather than running away, can still act as a symbol of hope for his people.

A few days later, Jaro and Li return to *Deep Space Nine* after briefly visiting Bajor. Jaro informs Sisko that thousands of people turned out to see Li, and that the government unanimously decided to give him the title of **Navarch**. He is also appointed Bajoran liaison officer to *Deep Space Nine*, and both the Major and the Commander are stunned to learn that Kira is to be recalled to Bajor ... immediately.

STARSHIP FACTS

Since the loss of Kai Opaka, the situation on Bajor has gone from bad to worse. There are reports of factional fighting in half a dozen districts, and religious riots have spread through the Southern Islands.

ON SCREEN...

***7** Kira and O'Brien arrive at Cardassia IV, the location of the labor camp where they believe Li Nalas is being held. When they arrive, sensors register at least 12 Bajorans. The planet itself is desolate, the ideal location for a labor camp. Kira is beamed down to a safe location.*

***8** Once Kira has found the camp, nothing will stop her from completing her mission. First she stuns a Cardassian guard, then she disengages a section of the perimeter forcefield, allowing her and O'Brien across into enemy territory. They soon discover Li Nalas.*

***9** Inside the labor camp, Kira finds Bajoran prisoners working in a quarry. They are pleased that the plan to smuggle out the earring has worked, and are prepared to stay behind to ensure that Li Nalas escapes.*

***10** The Bajorans on DEEP SPACE NINE recognize Li Nalas, and he is prompted to acknowledge them. He announces that it's good to be free, and says that after all their struggles it's good to know that Bajor is finally liberated.*

***11** Jaro announces that Li Nalas, by unanimous Assembly vote, has been given the title of Navarch. This title has been specially created, as any other one was deemed inadequate.*

***12** As part of Li Nalas's appointment as Navarch, he has been assigned as Bajoran liaison to DEEP SPACE NINE. And there is another shock in store: he's the immediate replacement for Major Kira.*

FILE 72 STAR TREK: THE MOTION PICTURE

STAR TREK: THE MOTION PICTURE

Part 6 At last, the crew of the ***U.S.S. Enterprise NCC-1701*** have realized what the mysterious ***V'Ger*** wants. The problem now is how to deliver it, when the probe will not believe the only answers they can give.

STAR TREK: THE MOTION PICTURE

"I saw V'GER's planet. A planet populated by living machines. Unbelievable technology. V'GER has knowledge that spans this universe."

– Mr. Spock

On a diagnostic bed in sickbay, **Dr. McCoy** has found indications of neurological trauma in **Spock**'s brain. Spock reports on what he saw; ***V'Ger*** has accumulated vast amounts of factual information, but it is incapable of experiencing emotion, or of appreciating beauty. Because of this deficiency, *V'Ger* has no answers, only questions, such as "Is this all that I am? Is there nothing more?" Spock's explanation is interrupted by **Uhura**'s call from the bridge: *V'Ger* is now three minutes from Earth orbit.

On the bridge **Kirk**, Spock, McCoy, **Decker**, and the **Ilia**-probe stare in wonder at the main viewscreen. Starfleet is sending a tactical representation of *V'Ger*'s activities. Oddly, the signal *V'Ger* sends to its creator is being broadcast using an oldfashioned radio transmission. When the creator doesn't respond, *V'Ger* surrounds Earth with high-powered energy clouds that deactivate all planetary defense systems and are capable of devastating Earth's surface. *V'Ger* believes the carbon-based units on Earth are interfering with the creator's answer, and it intends to cleanse Earth of its carbon-unit infestation.

Final solution

Spock suggests that *V'Ger* is a child and should be treated as one. Kirk then confronts the Ilia-probe; he claims to know why the creator has not responded, but refuses to give this information until the energy clouds are removed.

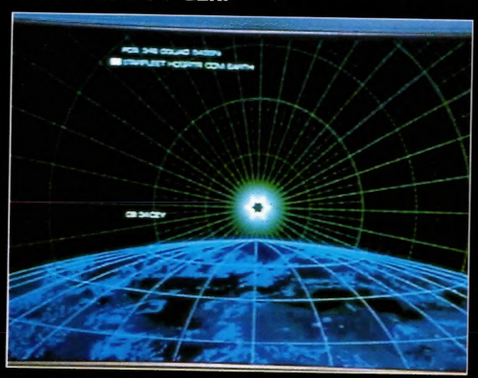
V'Ger attacks the *Enterprise* with energy bolts, and Kirk orders the bridge cleared of all personnel. At last, the Ilia-probe offers to remove the energy clouds if Kirk first tells her why the creator has not responded. Kirk tells the Ilia-probe that the information required by *V'Ger* cannot be given to a probe, but only directly to *V'Ger*. In answer, *V'Ger* opens its iris doorway and uses its tractor beam to pull the *Enterprise* into the next chamber.

In the distance, at the end of a vast plain, the bridge crew can see a structure with bright light streaming upward out of it. The ship stops at the edge of the plain, and an oxygen gravity envelope forms around it. Uhura reports that the structure is also the source of the radio transmission. Kirk, Mr.

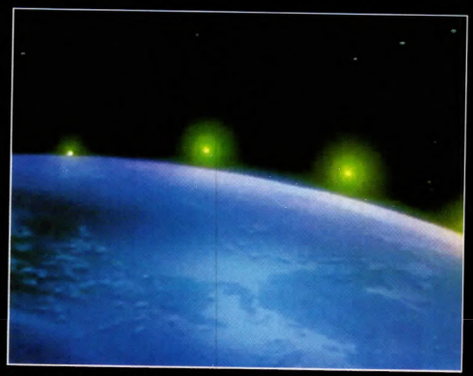
ON SCREEN...

1 *Spock has suffered neurological trauma, but luckily this is not too severe. He is still able to give a full report on what he has learned about V'GER.*

2 *Kirk is pleased that his friend will make a full recovery, but he soon has other things to worry about: V'GER has finally arrived at Earth.*



3 *V'GER sends out high-energy clouds which surround the planet. If the U.S.S. ENTERPRISE crew are going to find a way to stop it, they will have to do so very soon.*



4 *Earth's planetary defenses are disabled. V'GER intends to kill all of the planet's 'carbon-based units', which it believes are interfering with its creator's reply.*

5 *Spock explains that the V'GER entity should be treated as a child. It cannot be reasoned with, and is now throwing a tantrum. They have to make it obey.*

6 *The ENTERPRISE crew pretend they know why the creator has not responded, but say they will only give this information to V'GER itself, not the Ilia-probe.*

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STAR TREK: THE MOTION PICTURE Part 6

Spock, Dr. McCoy, Decker, and the Ilia-probe set off to meet *V'Ger*.

The landing party rise to the top of the *Enterprise* saucer. Its members walk across the saucer and onto the plain; at its center is a shallow bowl, and in the center of the bowl is *V'Ger*. The mechanism at the center of *V'Ger* is discovered to be ***Voyager VI***, a space probe launched in the 20th century by NASA. Its job was to collect data and transmit it back to Earth, but *Voyager VI* disappeared into a black hole, at which point all communications ceased.

Answers at last

Kirk surmises that *Voyager VI* must have emerged from the black hole on the other side of the Galaxy, where it contacted a race of living machines that built the current structure around it and sent it on its way, believing they had helped it to follow its program.

The probe collected so much data that it achieved consciousness. Now, it is trying to complete its program, to tell its creator all that it has learned, but no one on Earth has understood the signal. Kirk calls the *Enterprise* and asks for the response code to be found in the computer library.

The Ilia-probe does not believe Kirk's claim that carbon-based units are the creator until Uhura broadcasts the response code. *V'Ger* melts its own antenna leads to prevent reception, so that the creator will have to come himself and give the code's final sequence.

Spock convinces the others that what *V'Ger* requires from its creator is an answer to its question, "Is there nothing more?" It can receive an answer only if it becomes more than a logical machine ... only if it joins with its creator. *V'Ger* needs a human quality to be added to its cold logic.

Decker is consumed by a passion to join with what is left of his beloved Ilia; in so doing he will give *V'Ger* what it needs. The Ilia-probe allows Decker to input the final sequence of the response code through the ground test computer. Kirk understands, and realizes there is nothing to be gained by trying to stop him.

As Decker finishes sending the response code and, therefore, in *V'Ger*'s mind, becoming the creator, Kirk, Spock, and McCoy watch in amazement as a shower of tiny lights rises around him. The shower builds in intensity until Decker can barely be seen. His hair blows back in a strong wind only he can feel. Soon, the Ilia-probe walks over to him and joins him in the light. The shower increases in intensity as the two seem to meld together.

The light starts to spread up and out of the bowl. Not wanting to get caught in the alien energy field, Kirk, Spock, and McCoy run from the bowl and hurry back to the safety of the *Enterprise*. The light continues to build until it engulfs *V'Ger*, then fades away, taking the vessel with it and leaving the *Enterprise*. The ship is undamaged, and has only two casualties: Ilia and Decker.

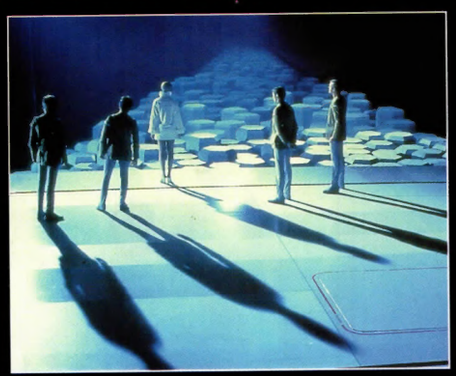
Kirk, Spock, and McCoy discuss the possibility that they have just helped create a new kind of life form, one made of *V'Ger*'s logic and massive memory, and of humanity's ability to feel, to believe, and to create things greater than itself. Mr. Spock has learned that logic does not provide all the answers to life's questions.

With the *V'Ger* crisis finally at an end, Kirk feels it's time for the refitted *Enterprise* to have a shakedown cruise, and **Chief Engineer Montgomery Scott** agrees. When the navigator asks for a heading, Kirk looks beyond the bulkheads of his ship and gives a simple order: "Out there. That-a-way."

STARSHIP FACTS

***V'Ger* considers the *U.S.S. Enterprise* to be a living machine, like itself; this is why it refers to the ship as an entity. It does not believe that a 'carbon-based unit' could possibly be its creator.**

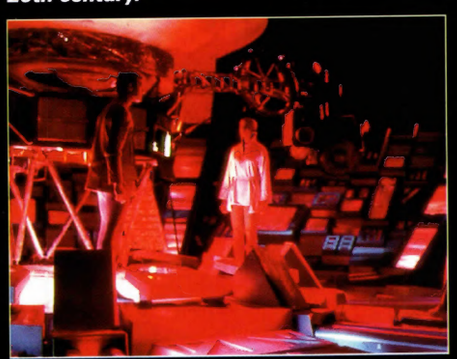
ON SCREEN...



7 ***The ENTERPRISE crew are allowed into the very center of the cloud. Here, they finally find the answers to many of their questions.***

8 ***A simple plaque explains much of the mystery: V'GER is in fact VOYAGER VI, a probe launched from Earth in the late 20th century.***

9 ***The VOYAGER VI probe is more or less intact, but an enormous and complex machine has been built around it.***



10 ***All V'GER wants is to pass the knowledge it has gained on to its creator. To do this, it must merge with a human being.***

11 ***Willard Decker volunteers to merge with the probe, sacrificing himself to be reunited with his beloved Ilia. Officially, they will both be listed as missing in action.***

12 ***A vast light emanates from Decker and Ilia, growing outward until it engulfs the whole vessel. The light then disappears, taking V'GER with it. The threat has passed, and Earth is safe once more.***

C continued

Cornelian Star System
Commander Will Riker intended to use this star system as a secure destination for the ***U.S.S. Enterprise NCC-1701-D*** after **Nagilum** produced a 'hole' in space in 2365. (*Starship Log:* 'Where Silence Has Lease' [TNG]) ***SEE FILES 5, 69***

corophizine
This antibiotic was administered to ***Deep Space Nine***'s Chief of Operations **Miles O'Brien** when he was afflicted by the aphasia virus in 2369. (*Starship Log:* 'Babel' [DS9]) ***SEE FILES 65, 70***

correction cycle
Argrathi term for the artificially-induced memories of an imprisonment that never actually happened, modeled to fit the offender's personality. The prisoner 'experiences' several years of incarceration during a period of only a few hours. (*Starship Log:* 'Hard Time' [DS9]) ***SEE FILES 18, 43, 70***

Chief Miles O'Brien 'lived' 20 years of brutal imprisonment, thanks to Argrathi memory implants. But the actual experience lasted only hours.

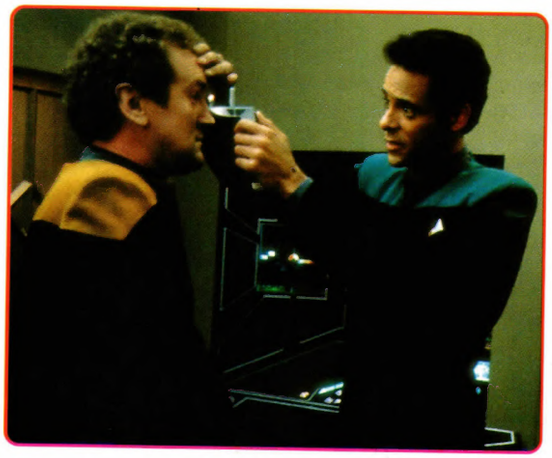
Correllium fever
While trying to help stem an outbreak of this disease on **Nahmi IV**, the ***U.S.S. Enterprise NCC-1701-D*** unwittingly accepted **invidium**-infected tissue samples, resulting in various systems malfunctions. (*Starship Log:* 'Hollow Pursuits' [TNG]) ***SEE FILE 69***

Corrigan
Classmate of **James T. Kirk**'s at **Starfleet Academy**. When their paths crossed in 2267, Corrigan made it clear that he considered Kirk to be responsible for **Ben Finney**'s death. (*Starship Log:* 'Court Martial' [TOS]) ***SEE FILES 43, 68***

cortical analeptic
This restorative, stabilizing medication was administered to **Jadzia Dax** by **Dr. Julian Bashir** after she suffered a concussion in 2371. It was actually a Changeling in Bashir's form who gave her the drug. (*Starship Log:* 'The Adversary' [DS9]) ***SEE FILES 43, 65, 70***

cortical protein series
This medical test is used in treating **Trill** symbionts and their hosts. **Jadzia Dax** was subjected to a cortical protein series while under the care of the **Trill Symbiosis Commission** in 2371. (*Starship Log:* 'Equilibrium' [DS9]) ***SEE FILES 9, 43, 65, 70***

cortical stimulator
This medical device is used to stimulate cerebral cortex functions in a patient who is on the verge of death, or suffering cortical trauma. (*Starship Log:* 'Alliances' [VOY]) ***SEE FILES 65, 71***



Dr. Bashir treated Chief Miles O'Brien using corophizine following an outbreak of the aphasia virus on DEEP SPACE NINE.

cortolin
This **hypospray**-injectible pharmaceutical is used during emergency resuscitation and other life-threatening situations. (*Starship Log:* 'Necessary Evil' [DS9]) ***SEE FILES 65, 70***

corundium alloy
A material used in the robotic probe that carried '**Pup**', the software life form that was unintentionally downloaded into ***Deep Space Nine***'s computer system in 2369. (*Starship Log:* 'The Forsaken' [DS9]) ***SEE FILE 70***

Corvallan traders
Interstellar merchants, used as bogus middlemen by **Yog** and the **Duras Sisters** for a deal involving stolen magnesite. A Corvallan trader witnessed the marriage ceremony of **Dr. Noonien Soong** and **Juliana O'Donnell**. (*Starship Log:* 'Inheritance' [TNG]) ***SEE FILES 40, 69***

Corvallen freighter
An unnamed Corvallen freighter-for-hire was part of an elaborate scheme to help **Romulan** dissident **M'ret** to defect to the **Federation**. The ship was destroyed by **Subcommander N'Vek**. (*Starship Log:* 'Face of the Enemy' [TNG]) ***SEE FILES 40, 69***

Corvan gilvos
These branch-like animals are found in the rainforests of **Corvan II**. In order to help save the species from threatened extinction in 2368, the ***U.S.S. Enterprise NCC-1701-D*** transported two of the creatures to the planet **Brentalia**. (*Starship Log:* 'New Ground' [TNG]) ***SEE FILES 18, 69***

Corvan II
Planet in **Federation** space. Corvan II's environment, including its rainforests and the native **gilvos** animals, were severely imperiled by industrial pollution in the late 24th century. (*Starship Log:* 'New Ground' [TNG]) ***SEE FILES 3, 4, 69***

Cory, Governor Donald
Territorial executive and director of the **Federation** penal colony located on **Elba II**. In 2269, Cory was violently deposed by a group of inmates led by **Garth of Izar**. (*Starship Log:* 'Whom Gods Destroy' [TOS]) ***SEE FILES 7, 68***

Cornelian Star System
corophizine
correction cycle
Correllium fever
Corrigan
cortical analeptic
cortical protein series
cortical stimulator
cortolin
corundium alloy
Corvallan traders
Corvallen freighter
Corvan gilvos
Corvan II
Cory, Governor Donald
Cos
Cosimo
cosmic string fragment
Costa, Lieutenant
Council of Elders
Counselor, Starfleet
counter-insurgency program
Cousteau, Shuttlepod
Coutu
covariant oscillator
cove palm
cowboy diplomacy
coyote stone
CPK
CPK enzyme therapy
Crabtree, Susie

The branch-like qualities of the Corvan gilvos help to camouflage the animals.

Governor Donald Cory fell victim to Garth of Izar's plans to take over the Elba II penal colony.

Cosimo befriended VOYAGER's Harry Kim in the alternate timeline he experienced in San Francisco.

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Cos Humanoid who died in detention on ***Deep Space Nine***, as a result of his fixation with a corrupting, probability-altering gambling device. His cellmate, **Martus Mazur**, took the device following his demise. (*Starship Log:* 'Rivals' [DS9]) ***SEE FILES 27, 70***

Cosimo Italian resident of the alternate San Francisco in which **Harry Kim** once found himself. Cosimo, appearing as a middle-aged proprietor of a coffee house, was a sort of guardian to Harry. (*Starship Log:* 'Non Sequitur' [VOY]) ***SEE FILE 71***

cosmic string fragment This almost infinitely thin fragment of almost infinitely dense matter is no bigger than a proton. It emits gravitational pull and emanates harmonic frequencies. One such cosmic string fragment was home to a race of two-dimensional creatures. (*Starship Log:* 'The Loss' [TNG]) ***SEE FILES 5, 69***

Costa, Lieutenant This Starfleet officer was a ***U.S.S. Enterprise NCC-1701-D*** crew member, assigned to Engineering, during 2366-7. (*Starship Log:* 'The Mind's Eye' [TNG]) ***SEE FILES 25, 69***

The Organian Council of Elders appeared to be a group of benign old men. But this was only an illusion; their true form was noncorporeal energy, and their world was far more advanced than the medieval village Kirk and Spock first encountered.

Council of Elders The illusory, humanoid-form governing body that the noncorporeal **Organians** presented for the benefit of **Federation** members and other outsiders. Their actual system of government has yet to be revealed. (*Starship Log:* 'Errand of Mercy' [TOS]) ***SEE FILES 18, 68***

Counselor, Starfleet Officer responsible for the psychological and emotional welfare of a crew. Counselors, such as **Deanna Troi**, provide command advice and are also available for private consultations. (*Starship Log:* 'Encounter at Farpoint' [TNG]) ***SEE FILES 19, 25, 43, 69***

As ship's counselor, Deanna is expected to carry out a number of tasks, from judging the intentions of alien races to comforting crew members who are upset or distressed. When anyone needs a shoulder to cry on, Deanna is there to offer support.

counter-insurgency program Automated **Cardassian** security module in ***Terok Nor***'s main computer. The obsolete program, designed to combat a revolt by **Bajoran** workers, endangered ***Deep Space Nine*** when inadvertently activated in 2371. (*Starship Log:* 'Civil Defense' [DS9]) ***SEE FILES 27, 70***

Cousteau, Shuttlepod Shuttle vehicle assigned to the ***U.S.S. Aries***. Former ***U.S.S. Victory*** officer **Mendez** stole the ***Cousteau*** in 2367, and used it to return to the reptilian planet **Tarchannen III**. (*Starship Log:* 'Identity Crisis' [TNG]) ***SEE FILES 31, 69***

Coutu Rebel leader on **Parada II** in 2370, when a double of **Miles O'Brien** was used by **Paradan** government forces to undermine a peace accord. Coutu was instrumental in rescuing the real O'Brien. (*Starship Log:* 'Whispers' [DS9]) ***SEE FILE 18, 43, 70***

covariant oscillator In 2371, **Odo** used this piece of starship equipment to fabricate an ultrasonic generator. He was attempting to shatter a crystalline formation that was consuming a being he thought to be **Kira Nerys**. (*Starship Log:* 'Heart of Stone' [DS9]) ***SEE FILE 70***

cove palm The mature fruit of this tree, found on **Ogus II**, contains dangerously endemic bacteria. It causes serious illness in anyone who eats it, as young **Willie Potts** did in 2367. (*Starship Log:* 'Brothers' [TNG]) ***SEE FILE 69***

cowboy diplomacy Jargon for impromptu political behavior engaged in by an individual on his nation's behalf without official authorization. **Captain Picard** referred to **Spock**'s 2368 negotiations for **Vulcan/Romulan** reunification as cowboy diplomacy. (*Starship Log:* 'Unification', Part II [TNG]) ***SEE FILE 69***

B'Elanna Torres used the coyote stone in 2371, when Chakotay was in a coma, although she initially misplaced it. Chakotay believes strongly in the traditions of his people, including the use of the coyote stone and the medicine wheel.

coyote stone In **Commander Chakotay**'s native culture, this is a small marker placed on a medicine wheel as a 'signpost' to guide an ailing spirit. (*Starship Log:* 'Cathexis' [VOY]) ***SEE FILES 18, 43, 71***

CPK Acronym for creatinine phosphokinase, which is an indicator of muscular damage in humanoids. Cardiac impairment is determined in part by examining a patient's CPK levels. (*Starship Log:* 'Violations' [TNG]) ***SEE FILES 43, 65, 69***

CPK enzymatic therapy Part of a medical protocol employed in response to a serious spinal injury. (*Starship Log:* 'Ethics' [TNG]) ***SEE FILE 43, 65, 69***

Crabtree, Susie A girlfriend of **Tom Paris**, who dumped him during his freshman year at **Starfleet Academy**. Tom was so upset, he broke out in hives and stayed in bed for a week. (*Starship Log:* 'Lifesigns' [VOY]) ***SEE FILES 43, 71***